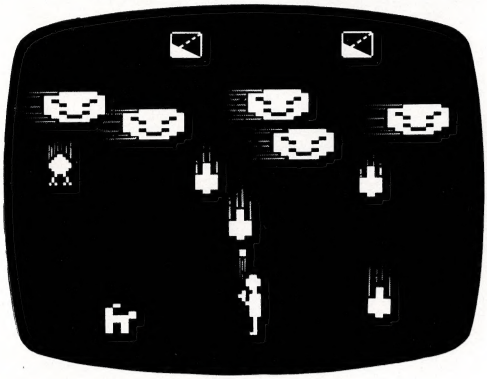
DANA

CLOUDBURST

MICROCOMPUTER GAME

CLOUDBURST is the first adventure in a series starring "Chip" Montana, intergalactic mercenary. This time, "Chip" has crash landed on an unknown planet in the Hydra VI system and must survive until the rescue ship arrives. Unfortunately, he's marooned on a world where life-forms inhabit the clouds that appear each night. Bad news. The Cloud People are hostile and hurl all sorts of nasty things at our hero during the furious nightly storms. Acid rain. Flaming-hot hail. And killer Cloud Hoppers that fall from the sky and bound along the ground in search of victims. "Chip's" only chance, and yours, is to combat these creatures with Lazer Blaster and umbrella until they vanish with the morning sun.



GETTING STARTED You'll need an Atari 400/600XL/800/800XL with 16K of RAM memory, a video monitor or TV and an Atari joystick in port #1. To load, insert the cartridge into your cartridge slot, close the door and turn on the machine.

After the CLOUDBURST title appears, you may begin the game by simply pressing the START button. Or, you can change the game configuration by pressing the OPTION, SELECT or 0-9 keys.

SPEED = 0-9 This is how fast the objects will attack you. 0 is slow and 9 is very fast. Select the speed you want by pressing the appropriate numerical key.

OPTIONS You can select the level at which the game begins:

BEGINNER = Easy
AMATEUR = Difficult
ADVANCED = More difficult
EXPERT = Very difficult
CRAZY = Ridiculous

Each level consists of four nights. As you advance to the higher levels, you'll find longer nights filled with fog, ice and more dangers to overcome. If you survive four nights at any level, you'll automatically advance to the next highest until you reach CRAZY. Survive four nights at this level and a congratulatory message will appear. You have been rescued.

CONTROLS

Left-Right = Pushing the joystick left or right will move "Chip" left or right across the screen.

Up = Pushing the joystick up makes "Chip" aim up.
Down = Pulling back on the joystick makes "Chip" put up his umbrella.
Fire Button = Pressing the fire button causes "Chip" to shoot in the direction he is aiming. The Lazer Blaster will fire continuously for as long as you depress the button.

PLAYING THE GAME

Each day of the game begins with the sun rising and moving across the sky. When the sun reaches noon, there is a clap of thunder and the frightened sun quickly sets. The sky grows dark as clouds gather . . . CLOUDBURST!!

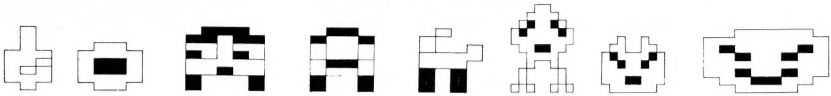
There are four types of attackers that can kill you: Acid rain, Hot hail, Cloud Hoppers and Demon Clouds. Another type of attacker, the Joker, appears at the EXPERT and CRAZY levels. It can't kill you, but cages you between walls of static electricity, rendering you temporarily immobile.

Not all the falling objects are harmful. Sometimes it rains Cats and Dogs. No kidding. You can score points by standing beneath these furry little cuties to cushion their fall.

The umbrella, when it's up, will protect you from all lethal objects except lightning and walking Cloud Hoppers. Your umbrella can sustain 16 hits before it's destroyed. 8 hits will turn your brolly red to let you know that half your hits have been used up. You'll get a brand new umbrella every time you begin a new life or a bonus life.

A bonus life is awarded every time you reach 10,000 points. Only 8 lives can be displayed below your score at one time. Acquire more than 8 lives and they'll be counted but not displayed.

POINT VALUES



40 60 80 100 100 150 ? ?

BONUS MULTIPLIERS

At each level there is a bonus multiplier that will multiply your score for each object hit.

BEGINNER = 1X
AMATEUR = 2X
ADVANCED = 3X
EXPERT = 3X
CRAZY = 3X

*Atari, Atari 400, Atari 600XL, Atari 800 and Atari 800XL are trademarks of Atari, Inc.
Program and Audio Visual © 1983 Tensor Technologies, Inc.

WATCH FOR MORE EXCITING GAMES FROM DANA... COMING SOON.